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SACHEN®

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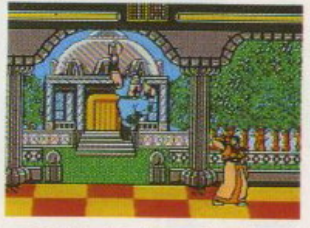
TC-027

I. INTRODUCTION

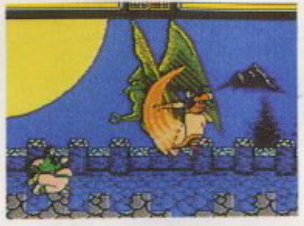


Far away in the Aotis Continent, sword coexists with the magic. People there all have unimaginable power. So it brings up lots of warriors.

Now, the best warriors - Rex, Malcolm, Roger, Big Whale, Daphne, Ned, Rock Tiger, and Dark Moon get together for a fencing contest. However, there is some scheming behind the contest...

II. GAME CONTROL

Use the CONTROL PAD to move the character left of right. Also press UP on the CONTROL PAD to jump. Press the B BUTTON to punch and the A BUTTON to kick.



P.S. 1. The longer Button A or B is held, the more powerful the attack will be.

2. Try every combination using the CONTROL PAD with the A and B BUTTONS to do advanced techniques.

III. SCREEN

(1) TITLE SCREEN - STORY MODE
(compete against the computer)
1P VS 2P
OPTIONS

Select with the CONTROL PAD and press START BUTTON to lock on your selection.

OPTIONS - LEVEL : 1 2 3 4 5 6
TIME : Sets the time limit (45~99 seconds)
∞ → no limit
MUSIC & SOUND TEST : Listen to the music and sound.
EXIT : Starts the game.

Select with the CONTROL PAD. Then move the cursor to "EXIT" and press START BUTTON after you have completed it.

(2) CHARACTER SELECT SCREEN

1. Select a character with CONTROL PAD, then press A BUTTON to confirm.
2. In "1P VS 2P" mode, player one may select the place for fight with CONTROL PAD and press B BUTTON to confirm.
3. In "1P VS 2P" mode, both two players may select their status level (1 2 3 4 5 6).

(3) IN - PLAY SCREEN

1P SCORE 2P SCORE

TIME LIMIT (∞ → no limit)

Winning Mark : There are four rounds for you to challenge with your opponent. The one wins two rounds is the winner.

Name of the Character

Power Measure

(4) CONTINUE SCREEN

If you lose a fight, when continue information displays on the screen, you may press START BUTTON to continue the game.

IV. CHARACTERS

Name : REX
Age : 20
HT : 5-09
WT : 152 lbs
* Advanced Techniques:

1. → ↘ ↓ ↘ and press B BUTTON simultaneously
2. ↓ ↙ ← and press A BUTTON simultaneously
3. ↓ ↘ → and press B BUTTON simultaneously

Name : MALCOLM
Age : 25
HT : 5-11
WT : 174 lbs
* Advanced Techniques:
1. → ↘ ↓ ↘ and press B BUTTON simultaneously
2. ↓ ↘ → and press B BUTTON simultaneously
3. Hold on ↓ for a second, press ↑ and A simultaneously

Name : ROGER
Age : 28
HT : 5-10
WT : 187 lbs
* Advanced Techniques:
1. HOld on ↓ for half a second, press ↑ and B Button at the same time.
2. ← ↘ → and press B BUTTON simultaneously
3. ↙ ↘ ↗ and press A BUTTON simultaneously

Name : BIG WHALE
Age : 42
HT : 5-05
WT : 196 lbs
* Advanced Techniques:

1. ← ↘ ↙ ↓ ↘ ↘ → and press A BUTTON simultaneously
2. When contact with the opponent, press ↓ and B BUTTON at the same time.
3. Hold on ↓ for half a second, press ↑ and A BUTTON at the same time.

Name : DAPHNE
Age : 19
HT : 5-09
WT : 121 1bs

* Advanced Techniques:
  1. Hold on ↙ for a second, press → and B simultaneously
  2. Hold on ↓ for a second, press ↑ and A simultaneously
  3. → ↘ ↓ ↙ ← press B BUTTON simultaneously

Name : NED
Age : 23
HT : 5-09
WT : 159 lbs

* Advanced Techniques:
  1. → ↘ ↓ ↙ ← and press B BUTTON simultaneously
  2. ↓ ↘ → and press B BUTTON simultaneously
  3. Hold on ↓ for a second, then press ↑ and A BUTTON at the same time.

Name : ROCK TIGER
Age : 27
HT : 6-05
WT : 203 1bs

* Advanced Techniques:
  1. ↓ ↙ ← ↗ and press A BUTTON simultaneously
  2. ← ↓ ↘ → and press B BUTTON simultaneously
  3. Press B BUTTON continuously.

Name : DARK MOON

* Advanced Techniques:
  1. → ↘ ↓ ↙ ←, then press ← and B at the same time.
  2. ← ↙ ↓ ↘ →, then press → and A at the same time.

NOTE:Moves are the opposite for the second player controller.

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna.
- Relocate the NES® with respect to the receiver.
- Move the NES® away from the receiver.
- Plug the NES® into a different outlet so that NES® and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions.

The user may find the following booklet prepared by the federal Communication Commission helpful : HOW TO IDENTIFY AND RESOLVE RADIO-TV INTERFERENCE PROBLEMS. This booklet is available from the U.S. Government Printing Office, Washington, D.C.20402, Stock N. 004-000-00345-4

Note:NES® is the abbreviation for Nintendo Entertainment System.

SILVER EAGLE EVALUATION SHEET

NAME:_____ AGE:_____ SEX:_____

ADDRESS:_____

DATE:_____/_____/_____ PHONE # (Optional): ( ) ____-_____

GRADING SCALE: 1:WORST 2:BAD 3:AVERAGE 4:GOOD 5:EXCELLENT

1). GAME'S OVERALL ENTERTAINMENT VALUE	1 2 3 4 5
2). COMPARED WITH GAMES THAT YOU PLAY REGULARLY	1 2 3 4 5
3). COMPARED WITH ALL EXISTING GAMES	1 2 3 4 5
4). VARIETY (ENEMIES, WORLDS, TRICKS, WEAPONS)	1 2 3 4 5
5). GRAPHICS (COLOR, DESIGN, ANIMATION)	1 2 3 4 5
6). SOUND EFFECTS (BACKGROUND MUSIC, ANIMATION)	1 2 3 4 5
7). DIFFICULTY LEVEL (1:TOO EASY... 5:TOO DIFFICULT)	1 2 3 4 5
8). FLAWS OR PROBLEMS (1:NONE... 5:TOO MANY)	1 2 3 4 5

PLACE
STAMP
HERE

PRECAUTIONS

1) Store at room temperature. Do not subject to environmental extremes.
2) Always ensure that power is off before inserting or removing the cartridge from the Nintendo system.
3) Keep contacts clean (do not touch them and store the cartridge in its box when not in use).
4) Do not try to open or disassemble the cartridge.
5) Do not sit too close to your television.
6) Do not clean the cartridge with chemical agents.

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